

## ABSTRACT

A method of providing an anti-aliased representation of an object, such as an imposter, in a computer graphic system. The method includes rendering a 3D computer graphic object to a 2D texture map and associating a set of 2D texture maps, such as MIP maps, with the 2D textured map. The method further includes blending at least two members of set of 2D texture maps to provide an anti-aliased representation of the object. The method may also include first rendering the 3D computer graphic object to the 2D texture map using a blending equation including color and alpha information, then re-rendering the rendered object using only corrected alpha values.